

Amendment to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A computer-implemented method of video conferencing for digitally illuminating an object in real-time, comprising the steps of:
 - capturing an image of an object;
 - providing at least a virtual light source for illuminating the object within said image;
 - extracting a surface position of said object within said image;
 - illuminating said object at least at the extracted surface position with the virtual light source;
 - tracking movement of said object for obtaining position information;
 - dynamically moving the virtual light source based on the position information
 - obtained by tracking the movement of said object; and
 - displaying the illuminated object within said image.
2. (Original) The method of claim 1, further comprising a step of creating a two-dimensional plane of the object within the image.
3. (Original) The method of claim 2, further comprising a step of illuminating the two-dimensional plane with the virtual light source.
4. (Original) The method of claim 3, wherein the step of illuminating said object includes a step of combining a diffused light component with a specular lighting component.

5. (Canceled)
6. (Currently Amended) The method of claim [[5]] 1, further comprising a step of creating a three-dimensional model of said object based on the position information obtained by tracking the movement of said object.
7. (Original) The method of claim 6, wherein said three-dimensional model is an ellipsoid.
8. (Original) The method of claim 6, further wherein said step of displaying said object further includes using a texture mapper.
9. (Original) The method of claim 1, wherein said step of illuminating said object at least at the extracted surface position includes applying a virtual illumination equation.
- 10-19. (Withdrawn)
20. (New) The method of claim 1, wherein the step of tracking movement of said object further comprises tracking a plurality of facial features of a head to refine a three-dimensional model for applying virtual lighting.